

containing one or more answer substructure identifiers each identifying an answer substructure; and

a plurality of answer substructures, each answer substructure:

being identified by an answer substructure identifier,

specifying an answer anticipated from the respondent in response to question substructures containing the answer substructure identifier of the answer substructure, and

containing a question identifier identifying the next question to be asked of the respondent if the specified answer is received from the respondent.

33. (New) One or more computer memories collectively containing a data structure for guiding interactions with a respondent, the data structure existing before interactions with the respondent commence, comprising:

content of a first question;

content of a first answer to the first question;

content of a second answer to the first question;

information uniquely identifying a second question that is to be posed if, when the first question is posed, the first answer is given; and

information specifying a query that, when executed, generates information uniquely identifying a third question to be posed if, when the first question is posed, the second answer is given.

34. (New) A method in a computing system for interacting in accordance with an interaction script, comprising:

posing a first question specified by the interaction script;

receiving a response to the posed first question;

identifying among a first and second response specified by the interaction script a specified response matching the received response;

if the first specified response is identified as matching the received response, posing a second question based upon identification by the interaction script of the second question in connection with the first specified response; and

if the first specified response is identified as matching the received response:

executing a database query specified by the interaction script in connection with the second specified response to identify a third question, and posing the identified third question.

35. (New) One or more computer memories collectively containing a data structure for guiding interactions with a respondent, comprising:

a first table specifying (1) a plurality of questions, and (2) for each question, one or more answers to the question; and

a second table specifying a plurality of edges, each edge identifying (1) a source answer for a source question and (2) a destination question, such that the contents of the first table can be used to pose a question and select an answer for the question, and such that the contents of the second table can be used to choose an edge having the posed question as its source question and the selected answer as its source answer, and the identified edge used to pose the destination question identified by the chosen edge.

36. (New) The computer memories of claim 35, further comprising a third table, the third table specifying a plurality of edges, each edge identifying (1) a source answer for a source question and (2) a destination question, such that third table may be used in place of the second table to determine, after a question has been posed and an answer to the posed question selected, a destination question to be posed next.

37. (New) A method in a computing system for constructing an interaction script, comprising:

reading definitions of a plurality of questions, each question definition defining a question and zero or more answers to the question;

receiving user input specifying definitions of a plurality of edges, each specified edge definition defining an edge that maps from one or more questions of a first question definition to a second question definition and signifying that, if one of the mapped-from questions of the first question definition is selected in response to the question defined by the first question definition, the question defined by the second question definition is to be posed; and

storing the specified edge definitions for use in presenting the questions specified by the question definitions.

38. (New) The method of claim 37, further comprising validating the edge definitions specified by the received user input before storing the specified edge definitions.

39. (New) The method of claim 38 wherein the validation determines that, for each question definition, the defined question is mapped-to by at least one of the edges defined by the edge definitions.

40. The method of claim 38 wherein the validation determines that, for each question definition, each of the defined answers is the mapped-from answer of exactly one of the edges defined by the edge definitions.

41. (New) The method of claim 38 wherein the validation determines that, for each edge definition, the defined edge maps from a question and answers defined by one of the plurality of question definitions, and maps to a question defined by one of the plurality of question definitions.

42. (New) A computer-readable medium whose contents cause a computing system to construct an interaction script by:

*Def.* reading definitions of a plurality of questions, each question definition defining a question and zero or more answers to the question;

*Q1* receiving user input specifying definitions of a plurality of edges, each specified edge definition defining an edge that maps from one or more questions of a first question definition to a second question definition and signifying that, if one of the mapped-from questions of the first question definition is selected in response to the question defined by the first question definition, the question defined by the second question definition is to be posed; and

storing the specified edge definitions for use in presenting the questions specified by the question definitions.

---